

EDUCATOR SPOTLIGHT: CATE ROBBINS



For as long as I can remember, I have been curious about STEAM (science, technology, engineering, art, and math). From learning to play an instrument to studying immunology, I have thrived from opportunities that allow me to challenge myself and learn new and exciting things. It is no surprise, then, that I enjoy continuing to learn and grow as the Broadcom Presents Design_Code_Build program (DCB) coordinator here at the Computer History Museum (CHM).

In addition to coordinating and leading DCB, I have the great privilege of learning alongside students almost every day. I am always excited to explore the history we have at the Museum and think about the different ways in which it shapes our future! I love working with students

as they realize their potential and ability to make an impact on the future. One of the most rewarding parts of the journey is when students learn the value of failure and how it can lead to their success. The fear of failure or being wrong often discourages experimentation. But it is through making mistakes that we learn and grow; in fact, many well-known technology innovators have a story of failure that ultimately led to their success! Learning this important lesson can teach students that they are capable of anything, so long as they try. Take it from someone who got a degree in biology and has since found herself surrounded by the changing world of technology at CHM!

I am excited to work with community leaders to make STEAM accessible to all students, regardless of their experience or background. If you want to learn more about DCB or about how to get students from your community involved with the Computer History Museum, you can reach me at crobbins@computerhistory.org or 650-810-1890.



EXHIBIT SPOTLIGHT: MAKE SOFTWARE: CHANGE THE WORLD

On January 28, 2017, the Computer History Museum officially opened its newest exhibition, *Make Software: Change the World!* The new exhibition explores the history and impact of software through seven different application stories and provides lots of great opportunities for visitors of all ages to engage!

Visitors to *Make Software* can learn about the history of car crash simulation software and how improvements in the technology have helped make cars safer. They can compare images from MRI scans, contrasting those that show illness or injury to those of healthy tissue. They can learn about the history of Photoshop and photo



manipulation and use Photoshop to take a selfie with a celebrity. And in the center of the exhibition, visitors can explore the origins of software and try their hand at writing code in the Stata Family Software Lab.

Make Software is open to the public, and visitors are invited to explore these stories and much more. Schools and teachers can explore the exhibition as part of a self-guided visit to the Museum, or before or after a workshop or a docent-led tour of our permanent exhibition, *Revolution: The First 2000 Years of Computing*. If you are unable to visit the Museum in person, visit *Make Software: Change the World!* online.

ARTIFACT SPOTLIGHT: THE IPHONE TURNS 10

On January 9, 2007, Steve Jobs first announced the iPhone. Much more than a phone, the iPhone combined a web browser, music player, and, within a year, the infinite possibilities of personalization provided by “apps” downloaded from the online Apple store. The iPhone also had built-in GPS, camera, texting, calendar, voice dictation, and weather reports—allowing users to combine on one device functions that had previously been separate.

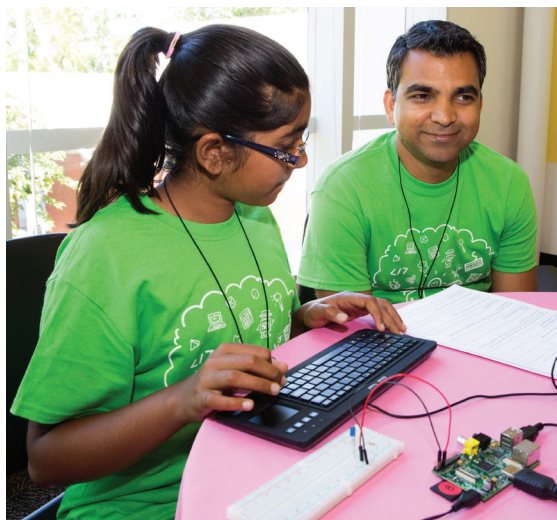
The touchscreen interface also changed the way people interacted with devices. It incorporated “multi-touch” gestures that allowed users to zoom in and out with their fingers and to scroll through apps by flicking. The virtual keyboard, instead of a physical one, required adjustment for some users but has now become the norm for smartphones.

Today, there are many different smartphones modeled on the iPhone’s basic concept. The iPhone itself is on its seventh incarnation with rumors already swirling about what the iPhone 8 might look like. Despite recent dips in sales, the iPhone remains an iconic symbol of the high-end smartphone, and, in 2106, accounted for 69% of Apple’s revenues.

Celebrating its 10th birthday this year, the iPhone is in good company. Companies, services, and products launched in 2007 include Hulu, Dropbox, Scratch, and the Amazon Kindle. Learn more on our *Timeline of Computer History*!



VISIT THE MUSEUM: WEEKEND PROGRAMMING



If you would like to bring a group to the Museum on a weekend or want to visit with your family, we have lots of opportunities for you!

Family tours of *Revolution* are offered on Saturdays at 11:30 a.m. and 1:30 p.m. Family workshops are also available on select weekends throughout the year, with upcoming programs on Saturday, March 25 and Sunday, April 2. Information about these workshops can be found on our website.

Beginning in April 2017 we will also be adding Sunday tours for K–12 groups to our regular group visit schedule. These docent-led tours are available for groups of 10 to 30 students and must be booked at least six weeks in advance. Groups interested in reserving a tour for an upcoming Sunday can do so on our reservation page.

CALENDAR OF EVENTS: SPRING 2017

Design_Code_Build:

Level 1 Introductory Program: April 8, April 23, June 3; Level 2 Intermediate Program: April 9, June 4, June 10; Special Mentor Event: March 26

- Weekend program open to 6th through 8th grade students.
- Transportation subsidies available for qualified groups; lunch provided.
- For more information, contact Cate Robbins, crobbsins@computerhistory.org.

Field Trip Days: March 21, April 4, April 18, May 2, May 16

- Program for Title I middle schools (6th–8th grade).
- School-day program sponsored by Google. Lunch and transportation reimbursement provided.
- For more information, contact Stephanie Corrigan, scorrigan@computerhistory.org.

Family Workshops

- Saturday, March 25—Design_Code_Build Family Workshop
- Sunday, April 2—Make Software Drop-In Family Workshop
- For more information, contact Cate Robbins, crobbsins@computerhistory.org.



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